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1 [3D balance in legged locomotion: modeling and simulation for the one-legged case \(abstract only\)](#)

Seshashayee S. Murthy, Marc H. Raibert

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1Full text available: [pdf\(3.92 MB\)](#)Additional Information: [full citation](#), [abstract](#)

This paper explores the notion that the motion of dynamically stable 3D legged systems can be decomposed into a planar part that accounts for large leg and body motions that provide locomotion, and an extra-planar part that accounts for subtle corrective motions that maintain planarity. The large planar motions raise and lower the legs to achieve stepping, and they propel the system forward. The extra-planar motions ensure that the legged system remains in the plane. A solution of this form is s ...

2 [Interactive multi-resolution modeling on arbitrary meshes](#)

Leif Kobbelt, Swen Campagna, Jens Vorsatz, Hans-Peter Seidel

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**Full text available: [pdf\(315.53 KB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

3 [Efficient adaptive meshing of parametric models](#)

Alla Sheffer, Alper Üngör

May 2001 **Proceedings of the sixth ACM symposium on Solid modeling and applications**Full text available: [pdf\(1.45 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Parametric modeling is becoming the representation of choice for most modern solid modelers. However, when generating the finite-element mesh of the model for simulation and analysis, most meshing tools ignore the parametric information and use only the boundary representation of the model for meshing. This results in re-meshing the model basically from scratch each time a parametric change is instantiated, which happens numerous times throughout the design process.

In this paper we l ...

**Keywords:** adaptivity, mesh generation, parametric models

4 Advanced data processing in KRISYS: modeling concepts, implementation techniques, and client/server issues

Stefan Deßloch, Theo Härder, Nelson Mattos, Bernhard Mitschang, Joachim Thomas  
May 1998 **The VLDB Journal — The International Journal on Very Large Data Bases**,  
Volume 7 Issue 2


Full text available:  pdf(210.27 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The increasing power of modern computers is steadily opening up new application domains for advanced data processing such as engineering and knowledge-based applications. To meet their requirements, concepts for advanced data management have been investigated during the last decade, especially in the field of object orientation. Over the last couple of years, the database group at the University of Kaiserslautern has been developing such an advanced database system, the KRISYS prototype. In this ...

**Keywords:** Client/server architectures, Consistency control, Object-oriented modeling concepts, Query processing, Run-time optimization

5 Computational strategies for object recognition

Paul Suetens, Pascal Fua, Andrew J. Hanson  
March 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 1

Full text available:  pdf(6.37 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This article reviews the available methods for automated identification of objects in digital images. The techniques are classified into groups according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategies, which work on data appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situations involving reliable data and complex models, (3) approaches that fit models to the photometry and ...

**Keywords:** image understanding, model-based vision, object recognition

6 Representing and reasoning about change (abstract only)


Reid G. Simmons, Randall Davis  
January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available:  pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

A recent trend in artificial intelligence research is the construction of expert systems capable of reasoning from a detailed model of the objects in their domain and the processes that affect those objects. We describe a system being built in this fashion, designed to solve a class of problems known as geologic interpretation: given a cross-section of the Earth's crust (showing formations, faults, intrusions, etc.), hypothesize a sequence of geologic events whose occurrence could have formed th ...

7 Terrain database interoperability issues in training with distributed interactive simulation

Guy A. Schiavone, S. Sureshchandran, Kenneth C. Hardis  
July 1997 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 7  
Issue 3

Full text available:  pdf(443.34 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

In Distributed Interactive Simulation (DIS), each participating node is responsible for


maintaining its own model of the synthetic environment. Problems may arise if significant inconsistencies are allowed to exist between these separate world views, resulting in unrealistic simulation results or negative training, and a corresponding degradation of interoperability in a DIS simulation exercise. In the DIS community, this is known as the simulator terrain database (TDB) correlation problem. ...

**Keywords:** distributed interactive simulation, terrain databases

8 Adapting optical-flow to measure object motion in reflectance and x-ray image sequences (abstract only)

Nancy Cornelius, Takeo Kanade

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1


Full text available:  pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

This paper adapts Horn and Schunck's work on optical flow to the problem of determining arbitrary motions of objects from 2-dimensional image sequences. The method allows for gradual changes in the way an object appears in the image sequence, and allows for flow discontinuities at object boundaries. We find velocity fields that give estimates of the velocities of objects in the image plane. These velocities are computed from a series of images using information about the spatial and temporal bri ...

9 Motion analysis of grammatical processes in a visual-gestural language (abstract only)

Howard Poizner, Edward S. Klima, Ursula Bellugi, Robert B. Livingston

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available:  pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

Movement of the hands and arms through space is an essential element both in the lexical structure of American Sign Language (ASL), and, most strikingly, in the grammatical structure of ASL: it is in patterned changes of the movement of signs that many grammatical attributes are represented. These grammatical attributes occur as an isolable superimposed layer of structure, as demonstrated by the accurate identification by deaf signers of these attributes presented only as dynamic point-light dis ...

10 Perceiving and recovering structure from events (abstract only)

James E. Cutting

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1


Full text available:  pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

How do perceivers identify a moving object as seen against a changing background? How do figure and ground separate? Such questions have engaged psychologists for at least seventy years. In particular, the Gestalt psychologists were deeply concerned with the latter, but had only the illdefined notion of *common fate*, or uniform density, for dealing with the former. The coherent flow of a moving object is seen, somehow, by extracting those aspects of the whole that segregate it from the gro ...

11 The cross-ratio and the perception of motion and structure (abstract only)

William A. Simpson

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available:  pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)


Followers of J. J. Gibson have proposed that the cross-ratio, a projective invariant for four collinear points, underlies the perception of objects in motion. Experiment 1 tested this theory by presenting subjects with displays of 3 or 4 dots rotating in depth. Accuracy was equally high in both conditions for motion and structure judgements, so the cross-ratio cannot be necessary. Experiments 2 and 3 tested the cue of lining up, and some evidence

for its use was found. The results are consistent ...

## 12 Determining motion parameters for scenes with translation and rotation (abstract only)

Charles Jerian, Ramesh Jain

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available:  [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

A study of methods that determine the rotation parameters of a camera moving through synthetic and real scenes is conducted. Algorithms that combine ideas of Jain and Prazdny are developed to find translational and rotational parameters. An argument is made for using hypothesized motion parameters rather than relaxation labelling to find correspondence.

## 13 Complex logarithmic mapping and the focus of expansion (abstract only)

Ramesh Jain

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Full text available:  [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Complex logarithmic mapping has been shown to be useful for the size, rotation, and projection invariance of objects in a visual field for an observer translating in the direction of its gaze. Assuming known translational motion of the observer, the ego-motion polar transform was successfully used in segmentation of dynamic scenes. By combining the two transforms one can exploit features of both transforms and remove some of the limitations which restrict the applicability of both. In this paper ...

## 14 Real and apparent motion: one mechanism or two? (abstract only)

Marc Green, Michael von Grunau

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1


Full text available:  [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Two direction selective adaptation experiments were conducted to investigate whether real and apparent motion are processed by a single visual mechanism. Previous studies with real motion have shown that adaptation to a grating drifting in one direction has an effect on perceived motion of subsequently viewed test gratings (the velocity aftereffect) and also selectively raises contrast threshold (direction-specific threshold elevation). We conducted analogous experiments in which observers adapt ...

## 15 Representation of temporal change in solid models

Erik E. Hayes, Jonathan Sevy, William C. Regli

May 2001 **Proceedings of the sixth ACM symposium on Solid modeling and applications**

Full text available:  [pdf\(180.96 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Solid models are static entities, usually defined by a boundary representation model as a set of enclosing surfaces. Constructive Solid Geometry and existing feature-based computer-aided design environments create procedural descriptions of 3D objects as history or CSG trees. These representations are temporally fixed, i.e., they describe the state of a 3D object at a particular point in time.

This paper describes a method to represent and capture the temporal evolution of solid model ...

**Keywords:** collaborative CAD, design process history, design rationale

**16 A multiple track animator system for motion synchronization (abstract only)**


D. Fortin, J. F. Lamy, D. Thalmann

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1Full text available:  pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

MUTAN (Multiple Track ANimator) is an interactive system for independently animating three-dimensional graphical objects. MUTAN can synchronize different motions; it is also a good tool for synchronizing motion with sound, music, light or smell. To indicate moments in time, marks are associated with appropriate frame numbers. MUTAN enables the marks to be manipulated. An animator can also adjust one motion without modifying the others. To make this possible, MUTAN handles several tracks at a time ...

**17 Knowledge-based animation (abstract only)**

David Zeltzer

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1Full text available:  pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

In constructing a goal-directed system for automatic motion synthesis for computer animation, the essential problem is to account for the extraordinary flexibility and adaptability exhibited by moving creatures. The selective *potentiation* and *depotentiation* of elements of a hierarchy of motor control programs is a key to the generation of adaptive motor control. The constraints on motion sequences are analyzed, and mechanisms for achieving continuity of movements are discussed. The ...

**18 "Graphical marionette" (abstract only)**

Carol M. Ginsberg, Delle Maxwell

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1Full text available:  pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

Many person-modelling 3-D animation systems are currently being developed, but often suffer from confusing and elaborate user interfaces. Given over 200 degrees of freedom, the human form is capable of such intricate motion that its specification and display presents considerable difficulty to both animators and animation systems designers. Given such difficulties with single figures, the orchestration of several in parallel remains a major challenge. In pursuit of understanding thoroughly this ...

**19 Selective attention to aspects of motion configurations: common vs. relative motion (abstract only)**


James R. Pomerantz, Nelson Toth

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1Full text available:  pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

The motion of a dot configuration may be described as the sum of its relative (part) and common (whole) motion components. Is either of these two component dimensions extracted before the other in human perception? Reaction time data from selective attention experiments show that neither dimension can be responded to without interference from the other, implying that neither is processed more quickly than or ahead of the other. Following Garner's nomenclature, common and relative motions appear ...

**20 Perception of rotation in depth: the psychophysical evidence (abstract only)**

Myron L. Braunstein

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1Full text available:  pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

There are a variety of ways in which motion in the environment can provide information about three-dimensional relationships. One transformation that has received increasing

attention in both the visual perception literature and in the machine vision literature is rotation in depth. This transformation, which includes any rigid rotation other than a rotation about the line of sight, can provide both a strong impression of depth and specific information about three-dimensional relationships in a ...

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## 1 A virtual prototype manufacturing software system for MEMS

Yie He; Harris, R.; Napadenski, G.; Maseeh, F.;

Micro Electro Mechanical Systems, 1996, MEMS '96, Proceedings. 'An Investigation of Micro Structures, Sensors, Actuators, Machines and Systems'. IEEE, The Ni Annual International Workshop on, 11-15 Feb. 1996

Pages:122 - 126

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